Sony Computer Entertainment America

E3 2005 PRESS KIT

PLAYSTATION®2
VITAL STATISTICS

- The **PlayStation®2** computer entertainment system was launched on October 26, 2000. Since then more than 32 million consoles have been sold in North America, with more than 87 million shipped worldwide.

- On November 1, 2004, Sony Computer Entertainment America made available a **new, redesigned PlayStation 2.** The new, slimmer design includes an integrated Ethernet port for network gaming, and sets new standards in the fusion of design and functionality.

- **PlayStation 2** is currently outselling competition by a minimum of two to one.

- According to the NPD Group, the **PlayStation 2** was the top selling console hardware platform in 2004 generating $732 million in revenue.

- **PlayStation 2** owners can choose from a library of more than 1,000 game titles. The quality, selection and low price of games available for the **PlayStation 2** computer entertainment system makes it the best-selling next generation console to date.

- On August 27, 2002, Sony Computer Entertainment America made online console gaming a reality in North America with the launch of the **Network Adaptor** (Ethernet/modem) (for PlayStation®2), the gateway to the PlayStation 2 online arena.

- To date there are more than 2 million registered online users for **PlayStation 2**, the largest online console community in North America.

- More than 130 PlayStation 2 online titles are currently available spanning genres including sports, racing, shooter, role-playing and more.

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PLAYSTATION®2
PRICING FACT SHEET

HARDWARE:

On September 21, 2004 Sony Computer Entertainment America introduced the new, redesigned PlayStation®2 computer entertainment system. The internal design architecture of the new model has been completely overhauled, resulting in a slimmer and more lightweight form. Internal volume has been reduced by 75 percent, overall weight has been halved, and thickness trimmed down to 2.8 cm (thickness of the previous model was 7.8 cm). In addition, the new model is also equipped with an integrated Ethernet port for network gaming.

The slimmer and more capable PlayStation 2 is currently available to consumers and includes a DUALSHOCK®2 analog controller and necessary cables and cords. The PlayStation 2 computer entertainment system is available for a $149.99 suggested retail price (SRP).

SOFTWARE:

In addition to the more than 1,000 titles available for the system today, PlayStation 2 offers the broadest software catalog ever created, including the capability of playing more than 1,350 titles available for PlayStation and PS one game consoles. Game titles specifically for PlayStation 2 usually sell between $20 and $50, varying among the individual retailers.

"Greatest Hits" titles include a distinctive roster of PlayStation 2 titles that have proven to be all-time favorites among consumers. Among the more than 115 titles in the series are: *Jak II*™, *Ratchet and Clank®: Going Commando, SOCOM II: U.S. Navy SEALs*, *Rise to Honor*® and others.

PERIPHERALS:

- **Network Adaptor (Ethernet/modem) (for PlayStation 2) – SRP: $39.99**
  The Network Adaptor for PlayStation 2 is a first-of-its kind console connectivity device that combines a 10/100 Ethernet connection with a 56KV.90 analog modem that allows network access to a wide spectrum of consumers regardless of their broadband or narrowband connectivity preferences. The Network Adaptor for PlayStation 2 allows consumers simultaneous access and connection to multiple devices in the home through PlayStation 2.

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- **DUALSHOCK®2 analog controller – SRP: $24.99**
  With the exception of the "start" and "select" buttons, all the functions of the DUALSHOCK 2 are analog, making for a wider variety of user operations and a more compelling interactive experience. The DUALSHOCK 2 analog controller is now available in an array of vibrant colors: ocean blue, emerald, diamond black and traditional gray.

- **Internal Hard Disk Drive (40GB)(for PlayStation 2) – SRP: $99.99**
  The internal Hard Disk Drive (HDD) offers consumers an extended gaming world by providing a dynamic experience through expanded applications and downloadable entertainment content. The HDD was made available with *FINAL FANTASY®XI* pre-installed and ready to play on the 40GB drive.

- **USB Headset (for PlayStation 2) – SRP: $29.99**
  A sleek peripheral for use with today's hottest online games games, the USB headset (for PlayStation®2) offers voice recognition and online chat capabilities for compatible titles.

- **Memory Card (8MB) (for PlayStation 2) – SRP: $24.99**
  The memory card for PlayStation 2 has a storage capacity of 8MB of data. In the interests of data security for potential future network applications, the memory card incorporates the authentication and encryption security system, "MagicGate™."

- **Color Memory Card Two Pack (for PlayStation 2) – SRP: $39.99**
  The two pack includes two 8MB memory cards in sets of colors including crimson red and island blue, and slate gray and emerald green.

- **DVD Remote Control (for PlayStation 2) – SRP: $14.99**
  The DVD remote control for PlayStation 2 allows users to enjoy a more complete entertainment experience – from games, movies and music – seamlessly from their PlayStation 2. The DVD remote control for PlayStation 2 gives consumers control of enhanced DVD playback functions, and can also be used as a basic game controller.

- **Multitap (for PlayStation 2) – SRP: $34.99**
  This innovative peripheral is an adaptor used to increase the number of controllers and memory cards that can be connected to the PlayStation 2 computer entertainment system. Plug in one multitap for up to four-player intense gameplay; plug in two multitaps to allow up to eight players the ultimate interactive videogame experience.

- **Stands (for PlayStation 2) – SRP: $14.99 (vertical), SRP: $9.99 (horizontal)**
  Available for horizontal or vertical use, each stand offers maximum flexibility for optimum enjoyment with the PlayStation 2 computer entertainment system.

SCEA – PlayStation 2 Pricing Fact Sheet
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- **RFU Adaptor (for PlayStation 2) - SRP: $14.99**
  Allows users to run the PlayStation 2 computer entertainment system on TVs, mostly older sets, that do not have a video input terminal. Includes RF converter, automatic TV/game switch and cable.

- **S-Video Cable (for PlayStation 2) - SRP: $29.99**
  Enhance your video experience with the S-video cable. This product is excellent for viewing high-resolution graphics and will work on TVs and VCRs with S-video input.

- **A/V Adaptor (for PlayStation 2) – SRP: $14.99**
  The A/V Adaptor allows you to connect the PlayStation 2 game console to your sound system or video equipment via a standard S-video connector and RCA A/V output jacks. The Adaptor provides additional composite video, audio, and S-video output connectivity for additional audio enhancement.

- **Component A/V Cable (for PlayStation 2) – SRP: $24.99**
  For use with today's more sophisticated video equipment that allows component input from high-end gear like the PlayStation 2 computer entertainment system, the Component A/V Cable delivers impeccable, distortion-free picture quality.

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**Please note: Not all software titles take advantage of the above peripherals. Please read the specific software specifications to determine applicable use of each peripheral.*

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM
SONY COMPUTER ENTERTAINMENT AMERICA
SOFTWARE TITLE SUMMARIES

The following is a list of titles that Sony Computer Entertainment America will be showing at the Electronic Entertainment Expo 2005 for the PlayStation®2 computer entertainment system. All information contained below is subject to change and represents the best information on the titles that we have to date.

EyeToy: Chat™

EyeToy: Chat™ is the world's first console-based "video phone," available only on the PlayStation®2 computer entertainment system. PlayStation 2 gamers will for the first time, be able to have live face-to-face conversations with one another throughout the country. Using the *EyeToy* USB Camera, the *EyeToy: Chat* game disc, a network-ready PlayStation 2 system and a broadband Internet connection, friends and family can enjoy an interactive visual communication experience. Easy to set up and use, *EyeToy: Chat* offers multiple communication modes – video, voice and text chat. Additional features include the ability to send, receive, and store video-mail and play classic mini-games such as Naval War, Chess and Checkers. A full set of parental controls ensures users that *EyeToy: Chat* is a safe, fun experience for all members of the family. Set to release this summer, *EyeToy: Chat* is poised to offer PlayStation 2 consumers a completely new way to connect and socialize with one another.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	London Studio, Sony Computer Entertainment Europe
Platform:	PlayStation®2 computer entertainment system
Genre:	Communications Application
Players:	2-256 players via broadband connection
Launch Date:	Summer 2005
Rating:	"RP" for "Rating Pending"

- more -

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SCEA – PlayStation 2 Software Summary
2-2-2-2

EyeToy: Kinetic™

Get in shape with an engaging and challenging workout all in the comfort of your own home. *EyeToy: Kinetic*™, exclusive to the PlayStation®2 computer entertainment system, is a unique and innovative fitness product that acts as an in-home personal trainer to create authentic customized exercise routines with real-time performance evaluations for more effective workouts. Utilizing the revolutionary *EyeToy*™ technology, *EyeToy: Kinetic* offers players an all-in-one fitness program of cardio, mind and body, and strength exercises inspired by Aerobics, Capoeira, Kick Boxing, Yoga and Tai Chi. Choose between two unique personal trainers each of whom provide guidance and assess players' performances as they engage in 12-week training programs or select individual routines to tone specific areas of the body. To create a more interactive and robust workout experience, the innovative *EyeToy* technology measures the force and direction of the players' movements, analyzes them and provides real-time performance evaluations. Whether players or fitness fanatics are looking to rev up their workout routine, *EyeToy: Kinetic* provides a fun, personalized fitness experience custom tailored to each players' fitness level, schedule and overall objectives.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment Europe Ltd.
Platform:	PlayStation®2 computer entertainment system
Genre:	Fitness
Players:	1-2 Players
Launch Date:	Fall 2005
Rating:	"RP" for "Rating Pending"

EyeToy: Play 2™

EyeToy™*: Play 2*™, exclusively for PlayStation®2, is the follow-up to the immensely popular *EyeToy: Play.* The *EyeToy* USB Camera's innovative motion-tracking and light-sensing technologies took interactive entertainment to a whole new level, as gamers instantly became the main character in their own game. It broadened the PlayStation 2 audience and challenged children, teenagers, young adults, parents and even grandparents to join in the fun and be the star of the game.

EyeToy: Play 2 expands upon this fun and simple gameplay with 12 exciting new games and a collection of 75 bonus games. This time around, players are encouraged to challenge their friends as they become a master chef, hit homeruns, battle it out for the table tennis crown and fight off kung-fu warriors, ninjas and ancient monsters.

Using the new "SpyToy" game features in *EyeToy: Play2*, players can discreetly catch trespassers by tracking physical motion as well as audible noises with their *EyeToy* camera. Additionally, by using the included *EyeToy: Cameo* functionality, gamers can create interactive and lifelike 3D models of their own head which can then be used in *EyeToy: Play 2* and *World Tour Soccer 2006*. With all these features and more, *EyeToy: Play 2* really brings friends and family together for an evening full of fun!

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment Europe Ltd.
Platform:	PlayStation®2 computer entertainment system
Genre:	Physical Entertainment/Party Game
Players:	1-4 Players
Launch Date:	Summer 2005
Rating:	"E" For "Everyone"

SCEA – PlayStation 2 Software Summary
4-4-4-4

Genji: Dawn of the Samurai™

Developed by Game Republic and Sony Computer Entertainment Japan, *Genji: Dawn of the Samurai*™ is an intense 3D action-adventure game available exclusively on the PlayStation®2 computer entertainment system. Inspired by the 11th century Japanese literary masterpiece, *Tale of Genji, Genji: Dawn of the Samurai* provides a dramatic samurai plot fused with fantastical Japanese mythology. This historic samurai tale is set against the beautiful and elegant environments of feudal Japan, and delivers a story of two noble warriors engaged in a crusade against mythical forces controlling Japan. *Genji: Dawn of the Samurai* features authentic swordplay choreographed by Japan's leading swordsman, and production directed by acclaimed industry veterans.

The setting takes place in 1159 A.D. Feudal Japan and the aristocratic period has come to an end and wealth and family lineage no longer control the land. Power now rules the land and the people. The Heishi, a brutal samurai clan armed with powerful mythical stones has struck fear into the citizens of Kyo with its tyrannical rule and mysterious power. As Yoshitune, a cunning swordsman and one of the few surviving descendants of the vanquished Genji clan, players embark on an epic adventure across the beautiful country of feudal Japan to rid it of the Heishi clan's oppressive rule. With swords in hand and the aide of a powerful ally, players must wage war against skilled swordsmen, vicious demons and a world rife with evil. The dawn of the samurai has arrived.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Game Republic/Sony Computer Entertainment Japan
Platform:	PlayStation®2 computer entertainment system
Genre:	Action-Adventure
Players:	Single-player
Launch Date:	Fall 2005
Rating:	"RP" for Rating Pending

SCEA – PlayStation 2 Software Summary
5-5-5-5

Gretzky™ NHL® 2006

The only hockey game to exclusively feature the greatest player of all time, *Gretzky™ NHL® 2006*, exclusively for the PlayStation®2 computer entertainment system, returns to the ice this fall with all-new gameplay modes and features that promise to deliver the most realistic and action-packed hockey game available. The title introduces an all-new Wayne vs. Wayne mode where gamers earn "99 Time" and can temporarily activate Gretzky to go six-on-five against opponents or alternately defend against him when an opponent activates 99 Time. *Gretzky NHL 2006* also features Team Chemistry, a new gameplay system where players are rewarded with top-notch play from teammates for sharing the puck and playing tough defense.

Other gameplay enhancements for the new season include a revamped Franchise Mode where gamers become owners, and an expanded Rivalry Mode where statistics on head-to-head battles are recorded and tracked. Officially licensed by the NHL, NHLPA, and AHL, the title also allows gamers a chance to suit up and skate with their favorite team in either league. With returning features such as *EyeToy*™ functionality, online gameplay, and ability to play as the Great One himself, *Gretzky NHL 2006* is prepared to deliver the ultimate hockey experience.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Page 44 Studios and Sony Computer Entertainment America, San Diego
Platform:	PlayStation®2 computer entertainment system
Genre:	Sports
Players:	1-2 players (Up to eight with a multi-tap)
Launch Date:	September 6, 2005
Rating:	"RP" for "Rating Pending"

SCEA – PlayStation 2 Software Summary
6-6-6-6

Jak X: Combat Racing™

Jak X: Combat Racing™ brings back many of the franchise's most popular characters, in an intensely competitive combat race atmosphere exclusively for the PlayStation®2 computer entertainment system. Created and developed by Naughty Dog, Inc., the *Jak and Daxter* franchise has sold more than 7.5 million units worldwide. *Jak X: Combat Racing* promises nothing less than a heart-stopping plot, high-speed action and head-to-head vehicle combat, in the wildest ride in the series yet.

After Jak stopped the Dark Maker menace in his last adventure, cities were rebuilt, people flourished and sports reemerged to fill the void. Combat racing became the biggest sport of all, as the excitement of high-speed competition brought crowds to the track. Kras City led the way, with people flocking to the dangerous city of death and intrigue. When Jak and Daxter receive a mysterious invite to Kras City for the reading of Krew's Last Will and Testament, they find that they have been joined by familiar faces such as Ashelin, Keira, Samos and Torn. When Krew reveals in his recording will that everyone present, including his daughter, Rayn, has been poisoned, everyone is shocked.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Naughty Dog, Inc.
Platform:	PlayStation®2 computer entertainment system
Genre:	Combat Racing
Players:	1-2 Players (console), 2-6 Players (Online via Broadband Connection)
Launch Date:	Fall 2005
Rating:	"RP" for Rating Pending

SCEA – PlayStation 2 Software Summary
7-7-7-7

NBA '06

Engineered from the ground up to take advantage of the PlayStation®2 computer entertainment system, *NBA '06* debuts on the hardwood including entirely new game design, innovative gameplay features, and exclusive modes of play. Introducing an all-new "Showtime Gameplay" system, gamers affect real-time attributes for the player and teammates by mastering this game within the game. The objective is to maintain a delicate balance of teamwork, skill, and entertainment from the perspectives of team and individual.

In addition, *NBA '06* provides an insider look at the association experience with "NBA Life: Volume I", where players go behind the scenes to experience the excitement being an NBA player from draft night in NYC and everything along the way to The Finals. Full season gameplay features more than a dozen types of training camp drills and mini-games plus tons of crunch time scenarios including complete game contests. A PlayStation Skills Challenge allows players to compete individually or against others – online and offline – to hone their NBA skills. Additionally, state-of-the-art graphical and animation enhancements through the new Character Fidelity Engine allow *NBA '06* to create the most realistic characters to date. With *Eye-Toy*™ functionality along with all-new music, *NBA '06* is poised to bring basketball gaming fans a truly unique taste of NBA glory on and off the courts.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment America, San Diego
Platform:	PlayStation®2 computer entertainment system
Genre:	Sports
Players:	1-2 players (Up to eight with a multi-tap)
Launch Date:	Fall 2005
Rating:	"RP" for "Rating Pending"

SCEA – PlayStation 2 Software Summary
8-8-8-8

Neopets: The Darkest Faerie™

Developed and created by Sony Computer Entertainment America, Santa Monica, and Neopets Inc., *Neopets: The Darkest Faerie*™ is an action/adventure game available exclusively for the PlayStation®2 computer entertainment system that extends the online entertainment of Neopets.com and provides a fully interactive offline experience. With more than 30 million users, Neopets.com is the fastest growing youth community in the world. Neopets.com is consistently ranked among the top 10 stickiest sites on the Internet, generating more than seven billion pageviews worldwide per month.

In *Neopets: The Darkest Faerie*, players enter the land of Neopia for the first time in 3D and journey with Neopian characters on an adventure to rid the world from the evil Darkest Faerie. Together they will travel through new lands, meet strange inhabitants and discover a mystery unseen by Neopian eyes. Complete quests, defend yourself against evil creatures under the influence of the Darkest Faerie and collect and use a variety of items throughout the adventure.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Idol Minds
Platform:	PlayStation®2 computer entertainment system
Genre:	Action-Adventure
Players:	Single-player
Launch Date:	August 2005
Rating:	"RP" for "Rating Pending"

SCEA – PlayStation 2 Software Summary
9-9-9-9

Ratchet: Deadlocked™

Insomniac Games, creator of the seven million worldwide unit-selling *Ratchet & Clank* franchise, has developed a new, more dramatic and sophisticated adventure featuring the popular duo in *Ratchet: Deadlocked*™, exclusively for the PlayStation®2 computer entertainment system. The team's fourth installment in the critically acclaimed series is slated to continue to innovate the series by incorporating co-op gameplay throughout both single-player and multiplayer story modes, as well as squad-based functionality.

In the latest installment, Ratchet and Clank are captured while investigating the disappearance of several famous heroes. The two discover that the missing heroes (including themselves) have been abducted by a deranged media mogul named Gleeman Vox, who intends to use them as contestants on an underground reality combat show.

It doesn't take Vox long to realize that Ratchet is the most promising contestant the show has ever seen. Vox subjects Ratchet to a series of deadly battles and elaborate games of death, much to the delight of the show's enormous audience. To keep himself and his friends alive, Ratchet has no choice but to participate in the games and keep driving up the show's ratings with spectacular victories – at least until he can figure out a way to break free from Vox's control and the explosive Deadlock collar around his neck.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Insomniac Games
Platform:	PlayStation®2 computer entertainment system
Genre:	Action
Players:	1-2 Players (console), 2-8 (Online, via Broadband Connection)
Launch Date:	Fall 2005
Rating:	"RP" for "Rating Pending"

SCEA – PlayStation 2 Software Summary
10-10-10-10

Road To Sunday
Season One

This winter, Sony Computer Entertainment America will introduce an all-new genre in videogaming, with its revolutionary new sports entertainment action franchise, *Road To Sunday,* exclusively for the PlayStation®2 computer entertainment system. Featuring an innovative new game design, realistic football and fighting Artificial Intelligence (AI), and stunning graphics, *Road To Sunday* will deliver an all-new gameplay experience with its sequential, episodic storyline. Built from the ground up, *Road To Sunday* is a unique gaming experience that will provide both sports and entertainment videogame fans with the first ever sports entertainment drama blending football and action style gameplay.

The game revolves around Blake Doogan, an affluent sports mogul who inherits a professional football team after his father dies in a suspicious explosion while vacationing in Jamaica. Blake learns his father borrowed large sums of capital from a Jamaican kingpin to purchase a pro football team, The LA Show. Doogan's father's debt is now *his* debt. The gameplay follows the owner, his sidekick Harry, and seven football players as they put it all on the line in order to accumulate enough money to payoff the kingpin and win the championship. The on-the-field football experience is best characterized as mission-based football, done through the introduction of a new gameplay experience, Position Specific Gameplay (PSG). Players not only compete on the gridiron, but also gain exposure to an underworld of questionable characters, gambling, and an underground fighting league ran by the corrupt Jamaican kingpin. These off-field exploitations will drive the storyline as well as increase players' abilities to perform in future missions and impact the outcome of future football games. *Road To Sunday* is the first of its kind in the new Sports Entertainment Action genre.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Red Zone Interactive, Inc.
Platform:	PlayStation®2 computer entertainment system
Genre:	Sports Entertainment Action
Players:	1-2 players
Launch Date:	Winter 2005
Rating:	"RP" for "Rating Pending"

SCEA – PlayStation 2 Software Summary
11-11-11-11

Shadow of the Colossus™

From the developers of the critically acclaimed *ICO*™ that released in 2001 exclusively for the PlayStation®2 computer entertainment system, comes a new adventure – *Shadow of the Colossus*, exclusively for PlayStation 2. In *Shadow of the Colossus*, players take the role of a young man seeking the truth of an ancient tale of power hidden in a mystical land. *Shadow of the Colossus* is a majestic journey through ancient lands to seek out and destroy gigantic mythical beasts. With a trusty horse at your side, players explore the spacious lands and unearth each Colossi. The uneasy task of defeating a Colossus relies on intelligent puzzle solving and action oriented gameplay. Armed with strong wits, a mystical sword and a sturdy bow, players use cunning and strategy to topple each behemoth.

Tales speak of an ancient land where creatures the size of mountains, roam the majestic landscape. Bound to the land, these creatures hold a key to a mystical power of revival - a power you must obtain to waken a loved one. Upon entry into a temple surrounded by ominous, yet mysterious statues, a powerful unknown voice offers you an answer to the question you seek: bring back a spirit lost from a cursed fate. Aware of the challenges that lie ahead, you must overcome and defeat each of the Colossi.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment Japan
Platform:	PlayStation®2 computer entertainment system
Genre:	Action-Adventure
Players:	Single-player
Launch Date:	September 2005
Rating:	"RP" for "Rating Pending"

SCEA – PlayStation 2 Software Summary
12-12-12-12

Sly 3: Honor Among Thieves™

Created and developed by Sucker Punch Productions, *Sly 3: Honor Among Thieves*™ is the team's follow-up to their best-selling title *Sly 2: Band of Thieves*™ and their "Greatest Hits" PlayStation®2 debut title, *Sly Cooper and the Thievius Raccoonus*®. Recognized for their award winning comic-book inspired visuals, superior craftsmanship and brilliant character designs, Sucker Punch recharges the character-based action-adventure genre delivering an innovative approach to the classic platforming gameplay experience.
Sly 3: Honor Among Thieves immediately draws players into the continuing, episodic adventures of Sly Cooper and his partners in crime, Murray and Bentley, as the three struggle against new villains and old adversaries in a rich, evolving storyline, crossing exotic and remote locations.

With its sophisticated, yet accessible gameplay, *Sly 3: Honor Among Thieves* truly is the game for PlayStation 2 fans of all ages, offering unique and diverse gameplay, a challenging and exciting dual analog stick multiplayer mode, new vehicles, mini-games, gadgets, enhanced combat move sets and much more. Sly, Bentley and Murray are on the prowl for a new band of recruits as they prepare for the ultimate elaborate heist in *Sly 3: Honor Among Thieves.*

Sly and the gang narrowly avoided defeat and the team is in disarray. Bentley was hospitalized after the final battle with Clockwerk at the end of *Sly 2: Band of Thieves* and is now confined to a wheelchair. Murray, feeling responsible for Bentley's tragic accident, has left the team and chosen a path of non-violence and solace.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sucker Punch Productions
Platform:	PlayStation®2 computer entertainment system
Genre:	Action-Adventure
Players:	Single-player, 2 players (offline Multiplayer mode)
Launch Date:	Fall 2005
Rating:	"RP" for "Rating Pending"

SCEA – PlayStation 2 Software Summary
13-13-13-13

SOCOM 3: U.S. Navy SEALs

Building on the strengths of the multimillion-selling franchise, *SOCOM 3: U.S. Navy SEALs* will launch this fall exclusively for the PlayStation®2 computer entertainment system. It offers equally outstanding single-player and multiplayer game experiences in urban and rural warfare settings. Created in association with the U.S. Naval Warfare, *SOCOM 3* is as close as you can get to being a Navy SEAL on PlayStation 2.

For the first time in the *SOCOM* series, land and water vehicles play a central role in the gameplay experience. Vehicles are drivable by both players and AI characters and cover a range of military and civilian vehicles including tactical turret-equipped pickups, the SEAL-team configured military Humvee and SOC-R Assault Boat. The innovative new weapon customization system in *SOCOM 3* allows players to use more than 30 different weapons and 20 attachments, resulting in nearly1,000 different weapon combinations. Players will explore three new Areas of Operation (AO): Morocco, Poland, and South Asia in gameplay maps to be five to six times larger than in *SOCOM II: U.S. NAVY SEALs*. Combined with more complex team and enemy AI behavior, multiple save points, and a new Team Command Actions (TCA) system for quick context sensitive teammate commands, *SOCOM 3* presents a fully immersive and more intense tactical experience than ever before.

Taking online gaming capabilities to new heights, *SOCOM 3: U.S. Navy SEALs* will support up to 32 players in one map simultaneously – double the amount of players in *SOCOM* and *SOCOM II*. Players can explore 12 unique multiplayer maps, each supporting multiple game types, including two new game types, Convoy and Control Point. Convoy focuses on vehicle play and Control Point allows players to battle for control of the map. In addition, up to four spectators can observe any open online gameplay session. Extended community features include improved friends list and chat functionality, a detailed ranking structure, expanded stat tracking and ladders, message boards and clan challenges. *SOCOM 3* will also share "crosstalk" objectives with the PSP™ (PlayStation® Portable) entertainment system release of *SOCOM: U.S. Navy SEALs Fireteam Bravo*. Mission critical data can be synced from PlayStation 2 to PSP through a USB connection.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Zipper Interactive
Platform:	PlayStation®2 computer entertainment system
Genre:	3rd Person Shooter/Military Strategy
Players:	Single-player offline, 2-32 players online via broadband connection
Launch Date:	Fall 2005
Rating:	"RP" for "Rating Pending"

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SONY COMPUTER ENTERTAINMENT INC. TO LAUNCH ITS NEXT GENERATION COMPUTER ENTERTAINMENT SYSTEM, PLAYSTATION 3 IN SPRING 2006

Unrivaled Performance with the Introduction of Cell Processor and Many Advanced Technologies, and Backwards compatible with PlayStation® and PlayStation®2

Los Angeles, CALIF., May 16, 2005 – At a press conference held in Los Angeles, California, today, Sony Computer Entertainment Inc. (SCEI) revealed the outline of its PLAYSTATION®3 (PS3) computer entertainment system, incorporating the world's most advanced Cell processor with super computer like power. Prototypes of PS3 will also be showcased at the Electronic Entertainment Expo (E3), the world's largest interactive entertainment exhibition held in Los Angeles, from May 18th to 20th.

PS3 combines state-of-the-art technologies featuring Cell, a processor jointly developed by IBM, Sony Group and Toshiba Corporation, graphics processor (RSX) co-developed by NVIDIA Corporation and SCEI, and XDR memory developed by Rambus Inc. It also adopts BD-ROM (Blu-ray Disc ROM) with maximum storage capacity of 54 GB (dual layer) , enabling delivery of entertainment content in full high-definition (HD) quality, under a secure environment made possible through the most advanced copyright protection technology. To match the accelerating convergence of digital consumer electronics and computer technology, PS3 supports high quality display in resolution of 1080p(*) as standard, which is far superior to 720p/1080i.

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With an overwhelming computing power of 2 teraflops, entirely new graphical expressions that have never been seen before will become possible. In games, not only will movement of characters and objects be far more refined and realistic, but landscapes and virtual worlds can also be rendered in real-time, thereby elevating the freedom of graphics expression to levels not experienced in the past. Gamers will literally be able to dive into the realistic world seen in large screen movies and experience the excitement in real-time.

In 1994, SCEI launched the original PlayStation® (PS), followed by PlayStation®2 (PS2) in 2000 and PlayStation®Portable (PSP®) in 2004, every time introducing the latest advancement in technology and bringing innovation to interactive entertainment software creation. Over 13,000 titles have been developed by now, creating a software market that sells more than 250 million copies annually. PS3 offers backward compatibility enabling gamers to enjoy these enormous assets from PS and PS2 platforms.

PlayStation family of products are sold in more than 120 countries and regions around the world. With cumulative shipments reaching more than 102 million for PS and approximately 89 million for PS2, they are the undisputed leaders and have become the standard platform for home entertainment. After 12 years from the introduction of the original PS and 6 years from the launch of PS2, SCEI brings PS3, the newest platform with the most advanced next generation computer entertainment technology.

With the delivery of Cell based development tools that has already begun, development of game titles as well as tools and middleware are in progress. Through collaboration with world's leading tools and middleware companies, SCEI will offer full support to new content creation by providing developers with extensive tools and libraries that will bring out the power of the Cell processor and enable efficient software development.

Preparations are under way for launch of PS3 and new generation software in the spring of 2006.

(*)1080p/720p/1080i: "p" stands for progressive scan method, "i" stands for interlace method. 1080p is the highest resolution within the HD standard.

"SCEI has continuously brought innovation to the world of computer entertainment, such as real-time 3D computer graphics on PlayStation and the world's first 128 bit processor Emotion Engine (EE) for PlayStation 2. Empowered by the Cell processor with super computer like performance, a new age of PLAYSTATION 3 is about to begin. Together with content creators from all over the world, SCEI will accelerate the arrival of a new era in computer entertainment."
Ken Kutaragi, President and CEO, Sony Computer Entertainment Inc..

Supporting comments from third party developers and publishers

(In alphabetical order of company name)

"With the new generation PlayStation platform, we can create "GUNDAM WORLD" with the quality no one has ever imagined. The philosophy, connecting millions of Cell together, makes reality get closer to the world of SF films. We are delighted to share the vision of Ken, ARCHITECT, Kutaragi."
Shin Unozawa, Managing Director, Leader, Game Software Group,
President, Video Game Company, BANDAI CO.,LTD.

"The PLAYSTATION 3 has us really excited! So much so in fact that we are already working our hardest to get Devil May Cry 4 out for this new platform. New hardware always yields more options for developers to create exciting and fresh gameplay experiences. I believe that the PS3 is one piece of hardware that will test the mettle of our development team and help us to create some of the most amazing games, limited only by our imagination."
Keiji Inafune, Managing Executive Officer, Research & Development Division,
Capcom Co., Ltd.

"Each generation of PlayStation has made a dramatic improvement in how we create and play videogames. PLAYSTATION 3 will be a breakthrough in how the world experiences entertainment. EA is fully aligned with Sony Computer Entertainment – we share their vision and applaud their success. "
Larry Probst, Chairman and CEO, Electronic Arts

"President Kutaragi has thrown down a gauntlet. That gauntlet is called the PLAYSTATION 3. We here at Koei have gladly taken up the challenge, and are striving day and night to take full advantage of all the PS3's new possibilities. Our goal is to combine cutting-edge technology with a full range of artistic expression to deliver the ultimate form of entertainment, and please people everywhere."
Keiko Erikawa, Chairman & C.E.O., KOEI Co., Ltd.

"With the arrival of the next generation computer entertainment system PLAYSTATION 3, I believe it will be possible for graphic expressions, more beautiful than before, to coexist with more deep and evolved game play which utilize the Cell architecture. I also have high expectations for the evolution by the online features that will be enhanced. We will utilize the features of the new platform and will strive to create contents that will bring new excitement for our users world wide, so please have high hopes for Konami."
Kazumi Kitaue, CEO, Konami Digital Entertainment, Inc

"Each time SCEI launches a console, the video games business moves to the next level. With PLAYSTATION 3 it looks as if it might be time for interactive entertainment to become, finally, the world's dominant artistic medium."
Sam Houser, President, Rockstar Games (Take-Two Interactive Software, Inc.)

"We at Namco have used and will continue to use the advancements in audio-visual technology to deliver games that are not only appealing to the eyes and ears, but that stir emotions, speak to the heart, and remain in players' minds for years to come.
We are confident that the PLAYSTATION 3 is an entertainment system that will enable us to do just that."
Shigeru Yokoyama, CT Company President, Namco Ltd.

Hisao Oguchi, President and Chief Operating Officer, SEGA Corporation
"Next-generation hardware platforms will enable SEGA to create new game concepts that offer more immersive interactive experiences. SEGA continues to pursue the fusion of creativity and technology by publishing only the best, more innovative content to gamers around the world."

Yoichi Wada, President, SQUARE ENIX CO., LTD.
"Square Enix is extremely honored to have had the chance to provide you with this technical demonstration of what the Cell processor can bring to the PLAYSTATION 3 and the world of gaming. We are committed to fully backing SCEI's new computer entertainment system and plans to bring the FINAL FANTASY series to the PS3 are just beyond the horizon."

Yves Guillemot, President and CEO, Ubisoft
"Ubisoft was one of the first major international developers to have its teams start focusing on next generation consoles. We are looking forward to developing outstanding games on Sony Computer Entertainment Inc.'s new system. Its powerful features will help take the industry to an even higher level in the very near future."

<PLAYSTATION®3 Specifications>

Product name		PLAYSTATION®3	
Logo		PLAYSTATION.3	
CPU		Cell Processor PowerPC-base Core @3.2GHz 1 VMX vector unit per core 512KB L2 cache 7 x SPE @3.2GHz 7 x 128b 128 SIMD GPRs 7 x 256KB SRAM for SPE * 1 of 8 SPEs reserved for redundancy total floating point performance : 218 GFLOPS	
GPU		RSX @550MHz 1.8 TFLOPS floating point performance Full HD (up to 1080p) x 2 channels Multi-way programmable parallel floating point shader pipelines	
Sound		Dolby 5.1ch, DTS, LPCM, etc. (Cell-base processing)	
Memory		256MB XDR Main RAM @3.2GHz 256MB GDDR3 VRAM @700MHz	
System Bandwidth		Main RAM 25.6GB/s VRAM 22.4GB/s RSX 20GB/s (write) + 15GB/s (read) SB 2.5GB/s (write) + 2.5GB/s (read)	
System Floating Point Performance		2 TFLOPS	
Storage	HDD	Detachable 2.5" HDD slot x 1	
I/O	USB	Front x 4, Rear x 2 (USB2.0)	
	Memory Stick	standard/Duo, PRO x 1	
	SD	standard/mini x 1	
	CompactFlash	(Type I, II) x 1	
Communication	Ethernet	(10BASE-T, 100BASE-TX, 1000BASE-T) x 3 (input x 1 + output x 2)	
	Wi-Fi	IEEE 802.11 b/g	
	Bluetooth	Bluetooth 2.0 (EDR)	
Controller		Bluetooth (up to 7) USB2.0 (wired) Wi-Fi (PSP®) Network (over IP)	
AV Output		Screen size	480i, 480p, 720p, 1080i, 1080p
		HDMI	HDMI out x 2
		Analog	AV MULTI OUT x 1
		Digital audio	DIGITAL OUT (OPTICAL) x 1
Disc media * read only	CD	PlayStation®	CD-ROM
		PlayStation®2	CD-ROM
		CD-DA	CD-DA (ROM), CD-R, CD-RW
		SACD	SACD Hybrid (CD layer), SACD HD
		DualDisc	DualDisc (audio side), DualDisc (DVD side)
	DVD	PlayStation®2	DVD-ROM
		PLAYSTATION®3	DVD-ROM
		DVD-Video	DVD-ROM, DVD-R, DVD-RW, DVD+R, DVD+RW
	Blu-ray Disc	PLAYSTATION®3	BD-ROM
		BD-Video	BD-ROM, BD-R, BD-RE

About Sony Computer Entertainment Inc.
Recognized as the global leader and company responsible for the progression of consumer-based computer entertainment, Sony Computer Entertainment Inc. (SCEI) manufacturers, distributes and markets the PlayStation® game console, the PlayStation®2 computer entertainment system and the PlayStation®Portable (PSP®) handheld entertainment system. PlayStation has revolutionized home entertainment by introducing advanced 3D graphic processing, and PlayStation 2 further enhances the PlayStation legacy as the core of home networked entertainment. PSP is a new portable entertainment system that allows users to enjoy 3D games, with high-quality full-motion video, and high-fidelity stereo audio. SCEI, along with its subsidiary divisions Sony Computer Entertainment America Inc., Sony Computer Entertainment Europe Ltd., and Sony Computer Entertainment Korea Inc. develops, publishes, markets and distributes software, and manages the third party licensing programs for these platforms in the respective markets worldwide. Headquartered in Tokyo, Japan, Sony Computer Entertainment Inc. is an independent business unit of the Sony Group.

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* Storage media (HDD, "Memory Stick", SD memory card, and CompactFlash) are sold separately.
* "Dolby" is a trademark of Dolby Laboratories.
* "DTS" is a trademark of Digital Theater Systems, Inc.
* "CompactFlash" is a trademark of SanDisk Corporation.
* "HDMI" is a trademark of HDMI Licensing LLC.
* "Blu-ray Disc" is a trademark.
* "Bluetooth" is a trademark of Bluetooth SIG, Inc.
* All other trademarks are the property of their respective owners.

* "Memory Stick" and "Memory Stick PRO" are trademarks of Sony Corporation.
* "PlayStation", the PlayStation logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc.

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NVIDIA PRESENTS BREAKTHROUGH NEXT-GENERATION GRAPHICS AT SONY COMPUTER ENTERTAINMENT'S PLAYSTATION®3 PRESS CONFERENCE

SONY PICTURES STUDIOS, CULVER CITY, CA--MAY 16, 2005 – NVIDIA Corporation (Nasdaq: NVDA), a worldwide leader in graphics and digital media processors, provided a first look at the powerful graphics architecture of PLAYSTATION®3 at a press conference held today by Sony Computer Entertainment (SCE). NVIDIA and SCE are jointly developing a new graphics processor for PLAYSTATION®3. Codenamed "RSX," the new processor will connect directly to Cell, the advanced microprocessor developed by IBM, Sony Group, and Toshiba.

"RSX is jointly developed by NVIDIA, the number one company in PC graphics, and SCE, the leader in computer entertainment," said Ken Kutaragi, president and group CEO, Sony Computer Entertainment Inc. "This cutting-edge graphics processor will give freedom in graphics expression and accelerate the fusion of entertainment content."

"PLAYSTATION 3 will be the most important computer entertainment and digital media platform of the decade," added Jen-Hsun Huang, president and CEO, NVIDIA. "The combination of Cell and RSX will enable the creation of next-generation real-time 3D imagery that will take your breath away."

During the press conference, Mr. Huang demonstrated examples of graphics breakthroughs that will be available to future PLAYSTATION 3 developers and end-users. His presentation included real-time demos created by NVIDIA as well as a new demo developed by Epic Games. The demos illustrate how RSX will enable PLAYSTATION 3 games to realize stunning immersive and interactive environments, compelling and believable characters, and experiences beyond what was previously thought possible.

-more-

RSX will be the most sophisticated graphics processor ever built, representing 1500 person-years of investment. When combined with Cell, it will provide an astounding two teraflops of floating point horsepower. A measure of the extraordinary processing power of RSX compared to current-generation game consoles is the numbers of transistors it will contain: 300 million. This is more than the total number of transistors in both the central processing units and the graphics processing units of the three leading current-generation systems, combined.

RSX will be manufactured at Sony Group's Nagasaki Fab2 as well as OTSS (joint fabrication facility of Toshiba and Sony).

About NVIDIA

NVIDIA Corporation is a worldwide leader in graphics and digital media processors. The Company's products enhance the end-user experience on consumer and professional computing devices. NVIDIA graphics processing units (GPUs), media and communications processors (MCPs), and wireless media processors (WMPs) have broad market reach and are incorporated into a variety of platforms, including consumer and enterprise PCs, notebooks, workstations, PDAs, mobile phones, and video game consoles. NVIDIA is headquartered in Santa Clara, California and employs more than 2,100 people worldwide. For more information, visit the Company's Web site at www.nvidia.com.

Certain statements in this press release including, but not limited to, the design, features, performance, capabilities and benefits of the RSX and next-generation real-time 3D imagery, are forward-looking statements that are subject to risks and uncertainties that could cause results to be materially different than expectations. Such risks and uncertainties include, but are not limited to, market acceptance of our new products, difficulties in the development of new and enhanced products, successful implementation of new products and technologies, manufacturing and other delays, manufacturing and software defects, incompatibility of technologies, the impact of technological development and competition, dependence on third-party manufacturers, general industry trends including cyclical trends in the PC and semiconductor industries, manufacturing costs and the pricing of components, the impact of competitive products and pricing alternatives, changes in industry standards and interfaces, and other proceedings and other risks detailed from time to time in the reports NVIDIA files with the Securities and Exchange Commission including its Form 10-K for the fiscal year ended January 30, 2005. These forward-looking statements speak only as of the date of this release. NVIDIA disclaims any obligation to update these forward-looking statements.

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SONY COMPUTER ENTERTAINMENT AMERICA
CORPORATE FACT SHEET

Company Overview:

Recognized as the undisputed industry leader in the videogame industry, Sony Computer Entertainment America Inc. markets the PlayStation® family of products and develops, publishes, markets and distributes software for the PS one™ game console, the PlayStation®2 computer entertainment system and the PSP™ (PlayStation® Portable) entertainment system in North America. Sony Computer Entertainment America continues to redefine the entertainment lifestyle with its PlayStation products.

Quick Facts:

- The acclaimed PlayStation game console achieved status as the best-selling game console ever, with a PlayStation found in **one out of every three U.S. households.** More than **102 million** PlayStation game consoles have been shipped worldwide.
- To date, more than **32 million** PlayStation 2 consoles have been sold in North America, with over **87 million shipped worldwide**.
- With the broadest spectrum of genres available than on any other platform, gamers can enjoy more than 1,000 titles for PlayStation 2 and over 1,350 for PlayStation.
- PlayStation 2 boasts the largest online console gaming community in North America with more than **2 million registered users.**
- On November 1, 2004, Sony Computer Entertainment America made available a **new, redesigned PlayStation 2.** The new, slimmer design includes an integrated Ethernet port for network gaming, and sets new standards in the fusion of design and functionality. The new model is in stores now, and carries a suggested retail price of $149.99.
- On March 24, 2005, Sony Computer Entertainment America introduced the **PSP™ (PlayStation® Portable)** entertainment system in North America. More than **1 million PSP units** have been sold in North America, with **3 million shipped worldwide**. PSP sets a new standard as the first truly integrated portable entertainment system designed to provide consumers with a comprehensive entertainment experience including games, music, movies, communication, and wireless networking.

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Third Party Partnerships: Sony Computer Entertainment America third party partners include Acclaim Entertainment, Inc., Activision, Inc., Agetec, Inc., AIA, Atari, Inc., Atlus Corporation, Inc., BAM! Entertainment Inc., Bandai America, Inc., Bethesda Softworks, Capcom Entertainment, Capital Entertainment, Codemasters, Inc., Conspiracy Entertainment, Crave Entertainment, Destination Software, Inc., DreamCatcher Interactive, Eidos Interactive, Electronic Arts, Empire Interactive, Encore Software, Inc., Fox Interactive, Gotham Games, Hot-B USA, Inc., Hudson Soft, Incredible Technologies, Inc., Interplay Entertainment Corp., inXile, Jaleco Entertainment, KEMCO, Knowledge Adventure, KOEI Co. Ltd., Konami, LEGO Media International Ltd., LucasArts Entertainment Company LLC, MAGIX, Majesco, Inc., Mastiff, Metro 3D, Microids, Midway, Namco Hometek, Inc., Natsume, Inc., NEC Interchannel, NewKidCo International, Inc., NovaLogic, Sammy Studios, Sega, Sierra Entertainment, Inc., Simon & Schuster Interactive, SouthPeak Interactive LLC, Square Enix Co., Ltd., Take-Two Interactive Software, Inc./Rockstar Games, Inc., Tecmo, Inc., The 3DO Company, THQ, Inc., Titus Interactive, UBI Soft Entertainment, Universal Interactive, Inc., Vatical Entertainment LLC, Vivendi Universal, Working Designs, World Entertainment, Xicat Interactive Inc., XS Games.

Key Personnel:

- **Kazuo Hirai**, president and chief executive officer
- **Andrew House**, executive vice president
- **Jack Tretton**, executive vice president
- **Jim Bass,** chief financial officer
- **Riley Russell,** general counsel
- **Steve Ross,** senior vice president
- **Shuhei Yoshida,** vice president, product development
- **Frank O'Malley,** vice president, sales
- **Glenn Nash,** vice president, supply chain and service

Headquarters: Based in Foster City, Calif., Sony Computer Entertainment America serves as headquarters for all North American operations and is a wholly owned subsidiary of Sony Computer Entertainment Inc.

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SONY COMPUTER ENTERTAINMENT AMERICA
METRICS
AS OF MAY, 2005

METRIC	LATEST INFORMATION	SOURCE
Videogame Industry 2004	$10 Billion – total industry dollars	The NPD Group
2004 Consumer Entertainment Expenditures	Box office: $9.54 billion Music industry: $12.2 billion DVD rentals: $5.7 billion DVD sales: $15.5 billion	MPAA RIAA Digital Entertainment Group
U.S. Household Penetration Rates (2004)	TV: 98% VCR: 90% PCs: 71% Cable TV: 65% DVD: 60% Videogame consoles 45% Handheld game console 16%	U.S. Entertainment Industry: 2004 MPA Market Statistics, JupiterResearch
The U.S. Gaming Industry	In 2004, over 248 million computer and videogames were sold, or almost two games for every household	ESA (Entertainment Software Association)
Console Hardware Market Share Per Platform *(Life-to-date as of 3/05)*	PlayStation®2 56.3% Xbox 24.8% GameCube 18.8%	The NPD Group

SCEA – Metrics
2-2-2-2

PlayStation 2		
Hardware Unit Sales N. America *(Life-to-date as of 5/05)*	• More than 32 million units • PlayStation 2 sales increased more than 50% in the first three months of the 2005 when compared to the same period last year	Sony Computer Entertainment America The NPD Group
Software Unit Sales N. America *(Life-to-date as of 3/05)*	279 million units	The NPD Group
Software to Hardware Tie Ratio *(Year-to-date as of 3/05)*	9.8 to one	The NPD Group
Worldwide PlayStation 2 Hardware Shipments *(Life-to-date as of 3/31/05)*	87.47 million units Breakdown: • N. America: 35.35 million • Japan: 20.71 million • Europe: 31.41 million	Sony Computer Entertainment
Worldwide PlayStation 2 Software Shipments *(Life-to-date 3/31/05)*	824 million units Breakdown: • N. America 381 million • Japan: 168 million • Europe: 275 million	Sony Computer Entertainment
Demographics: The Current PlayStation 2 User *(Current age 3/05)*	AGE PERCENTAGE <12 = 7% 13-17 = 24% 18-24 = 28% 25-34 = 25% 35-49 = 13% 50+ = 3%	Sony Computer Entertainment America Registration Cards

SCEA – Metrics
3-3-3-3

PlayStation		
Hardware Unit Sales N. America *(Life-to-date as of 5/05)*	More than 38 million units	Sony Computer Entertainment America
Software Unit Sales N. America *(Life-to-date as of 3/05)*	320 million units	The NPD Group
Software to Hardware Tie Ratio *(Life-to-date as of 3/05)*	10.5 to one	The NPD Group
Worldwide PlayStation Hardware Shipments *(Life-to-date as of 3/31/05)*	102.49 million units Breakdown: • N. America: 40.78 million • Japan: 21.59 million • Europe: 40.12 million	Sony Computer Entertainment
Worldwide PlayStation Software Shipments *(Life-to-date as of 3/31/05)*	959 million units Breakdown: • N. America: 372 million • Japan: 285 million • Europe: 302 million	Sony Computer Entertainment
Demographics: The Current PlayStation/ PS one™ User *(Current age, 3/05)*	AGE PERCENTAGE <12 = 6% 13-17 = 20% 18-24 = 28% 25-34 = 25% 35-49 = 17% 50+ = 4%	Sony Computer Entertainment America Registration Cards

SCEA – Metrics
4-4-4-4

PlayStation® Portable		
Hardware Unit Sales N. America *(Life-to-date as of 5/05)*	More than one million units	Sony Computer Entertainment America
PSP launch statistics (PSP shipped on March 24, 2005) *(Life-to-date as of 3/05)*	• In its first month, PSP accounted for 48.5% of total hardware dollar sales and 32.3% of total hardware unit sales • PSP generated $154 million in revenue, the most among all hardware systems in March, particularly impressive considering March 2005 NPD data only includes the first 10 days of sales	The NPD Group
Software Unit Sales N. America *(Life-to-date as of 3/05)*	1 million units	The NPD Group
Worldwide PSP Hardware Shipments *(Life-to-date as of 3/31/05)*	2.97 million units Breakdown: • N. America: 1.53 million • Japan: 1.44 million	Sony Computer Entertainment
Worldwide PSP Software Shipments *(Life-to-date as of 3/31/05)*	5.7 million units Breakdown: • N. America: 3 million • Japan: 2.7 million	Sony Computer Entertainment
Demographics: The Current PSP User *(Current age, 3/05)*	AGE PERCENTAGE <12 = 0% 13-17 = 14% 18-24 = 28% 25-34 = 35% 35-49 = 19% 50+ = 4%	Sony Computer Entertainment America Registration Cards

SCEA – Metrics
5-5-5-5

Portable Gaming Forecasts		
Portable Gaming Revenue	• The worldwide market for dedicated portable game hardware and software is expected to grow from $4 billion in 2004 to $11.1 billion by 2007	Worldwide Market Forecasts for the Videogame and Interactive Entertainment Industry: 2004 Update #2, DFC Intelligence
Portable Gaming Consumer Purchasing Decisions	• Even before pricing and launch timing had been released, 26% of respondents planned to purchase PSP within the next year	Q404 Gamer Survey, IDC #33048, March 2005
Wireless Game Market	• 136,738: Number of public hotspots to be installed worldwide by year-end, with strong growth coming from North America	Worldwide Hotspot 2004-2008 Forecast and Analysis, IDC #32697, December 2004

Online Gaming		
PlayStation 2 Online Community *(As of 5/05)*	• 2 million = registered online user base in North America • Two years after launch, the company continues to add 1,000 new users each day • PlayStation 2 boasts more than 130 online titles spanning genres including sports, racing, shooter, role-playing • 3-4 hours = average number of hours gamers spend playing online per day (first party titles alone)	Sony Computer Entertainment America
Approximate cumulative breakdown of Network Adaptor users *(As of 5/05)*	Analog: 30% Broadband: 70%	Sony Computer Entertainment America, Network Adaptor Registration Cards

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PSP™ (PLAYSTATION® PORTABLE)
FACT SHEET

PSP™ (PlayStation® Portable)

Recognized as the global leader and driving force in the computer entertainment industry, Sony Computer Entertainment sets a new standard for entertainment on the go with the PSP™ (PlayStation® Portable) entertainment system. PSP is the first truly integrated handheld entertainment system designed to handle multiple applications — music, video, communication, and wireless networking, with games as its primary driver.

PSP brings an unparalleled gaming experience to a handheld platform, allowing users to enjoy 3D games, with high-quality, full-motion video, and high-fidelity stereo audio. With graphics rendering capability comparable to that of PlayStation®2, PSP features a 4.3-inch wide screen, high-resolution TFT display. PSP also adopts a newly developed, proprietary compact but high-capacity (1.8GB) optical disc, Universal Media Disc (UMD™), as its storage medium. With a wide range of accessories and connectivity options, including Memory Stick, USB 2.0, IR port and WiFi wireless LAN, PSP is the new entertainment platform from the PlayStation family. The PSP Value Pack is available for a $249.99 suggested retail price (SRP).

PSP Specifications and Features

Dimensions: Approximately 6.7 in (W) x .9 in (H) x 2.9 in (D)
Weight: .62 lbs (including battery)
CPU: Proprietary PSP CPU
Main Memory: 32MB
Embedded DRAM: 4MB
Display: 4.3 in, 16:9 wide screen high-resolution TFT LCD, 480 x 272 pixel, 16.8 million colors
Maximum Luminance: 180 / 130 / 80 cd/m2 (when using battery pack); 200 / 180 / 80 cd/m2 (when using AC adapter)

-more-

SCEA – PSP™ Fact Sheet
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PSP Specifications and Features (cont.)

Sound: Built-in stereo speakers
Main Input/Output: IEEE 802.11b (WiFi), USB 2.0, Memory Stick PRO Duo, IrDA, IR Remote (SIRCS)
Main Connectors: Memory Stick Duo slot, USB connector, DC Out connector, DC In 5V connector, headset connector
Keys/Switches: Directional buttons (Up/Down/Right/Left), analog stick, enter keys (triangle, circle, cross, square), Left/Right buttons, start button, select button, home button, power/hold switch, display button, sound button, volume buttons, wireless LAN switch, UMD open latch
Power: Lithium ion battery, AC adaptor
Disc Drive: UMD drive (read-only)
Profile: PSP Game, UMD Audio (profile name TBD), UMD Video (profile name TBD)
Codec: Video: H.264 / AVC MP Level3; audio: ATRAC3plus™, MP3
Security: (Encryption) 128bit AES, (copyright protection technology) MagicGate™
Access Control: Region, parental control
Wireless Communications: Infrastructure mode, ad hoc mode (connects up to 16 consoles)
Supplied Accessories: AC adaptor, battery pack

PSP Separately Sold Accessories

Memory Stick Duo™: 32 MB storage capacity; dimensions: .8 in (W) x .06 in (H) x 1.2 in (D); weight: 2 g
AC adaptor: rate input voltage: 100V – 240V 50/60Hz; rate voltage/electrical current output: 5V / 2.0A
Battery pack: voltage/capacity: 3.6V/1800mAh; dimensions: 2 in (W) x .5 in (H) x 1.4 in (D); weight: 44 g
Headphone with remote control: color: white; remote control keys/switches: play/pause, FF, FR, volume +/-, hold switch; headphone: earbuds
Soft case and hand strap: soft case color: black; strap: white; soft case dimensions: 7.7 in (W) x .3 in (H) x 4.3 in (D); strap dimensions: 7.4 in (W) x .1 in (H) x .4 in (D)

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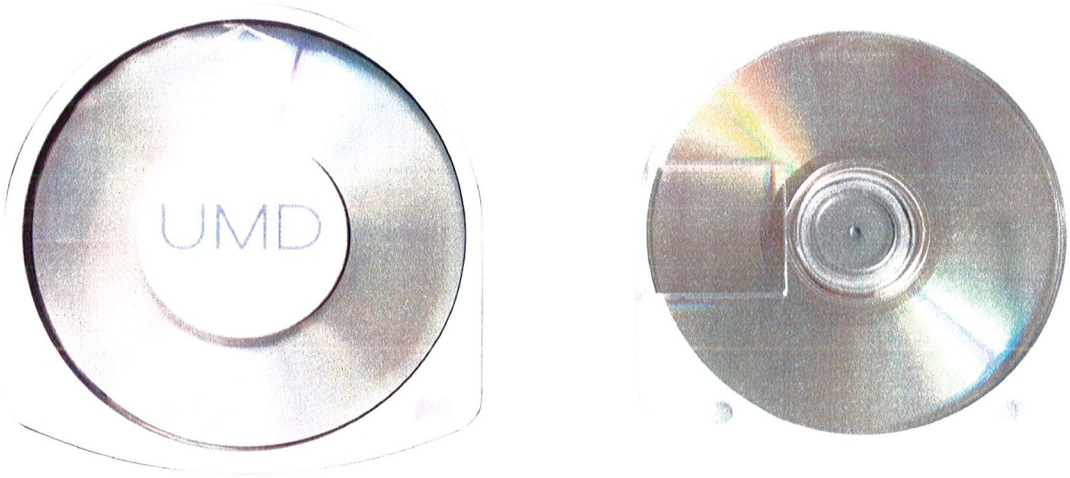
UNIVERSAL MEDIA DISC (UMD™)
FACT SHEET

Universal Media Disc



(ACTUAL SIZE)

The Universal Media Disc (UMD™) is a newly developed compact, high-capacity optical disc, which is the storage device for the PlayStation® Portable entertainment system. UMD is the next generation compact storage media, only 60mm in diameter but can store up to 1.8GB of digital data – more than three times the data held on a CD-ROM. A broad range of digital entertainment content such as game software, videos, movies and other programs can be distributed on UMD. To protect this entertainment content, Sony Computer Entertainment has developed a robust copyright protection system has been developed which is a combination of a unique disc ID, a 128-bit AES encryption keys for the media, and individual ID for each PlayStation Portable hardware unit. Sony Computer Entertainment America intends to aggressively promote PlayStation Portable and UMD as the new handheld entertainment platform for the coming era.

UMD™ Specifications

Dimensions:	Approx. 2.5 in (W) x .16 in (H) x 2.5 in (D)
Weight:	Approx. .35 oz.
Disc Diameter:	2.36 in. (60 mm)
Maximum Capacity:	1.8GB (Single-sided, dual layer)
Laser wavelength:	660nm (Red laser)
Encryption:	AES 128-bit
Profile:	PlayStation Portable Game (full function) UMD Audio (MP3, codec ATRAC3plus™, PCM, (MPEG4 AVC)

# # #

HANDHELD COMPARISON
FACT SHEET

The PSP™ (PlayStation® Portable) entertainment system is the first truly integrated handheld entertainment system designed specifically to use multiple applications—music, video, communication, and wireless, with games as the main driver. PSP brings an unparalleled gaming experience to a handheld system, allowing users to enjoy 3D games, with high-quality full-motion video, and high-fidelity stereo audio. With graphics rendering capability comparable to that of PlayStation®2, PSP features a 4.3-inch wide screen, high-resolution TFT display. PSP also adopts a newly developed, proprietary compact but high-capacity (1.8GB) optical disc, Universal Media Disc (UMD™), as its storage medium. With a wide range of accessories and connectivity options, including Memory Stick Duo Pro, USB 2.0, IR port and Wi-Fi wireless LAN, PSP is the new entertainment platform from PlayStation.

FEATURE	PSP	DS	GBA SP	N-GAGE
Dimensions	6.7 x .9 x 2.9 in.	5.9 x 1.1 x 3.3 in.	3.3 x .96 x 3.2 in.	4.6 x .9 x 2.7 in.
CPU	Proprietary PSP CPU 333 MHz	66MHz ARM9 33MHz ARM7	32-Bit ARM9	104 MHz ARM
Weight	.62 lbs	.61 lbs	.32 lbs	.32 lbs
Memory	32 MB 4 MB DRAM	4 MB	32 KB	3.4 MB
Display Dimensions	4.3-in TFT LCD 16:9 widescreen	3-in TFT LCD	2.9-in TFT LCD	2.1-in LCD
Display Specifications	480 x 272 pixel 16.8 million colors	256 x 192 pixel 260,000 colors	240 x 160 pixel 23,768 colors (bitmap mode)	176 x 208 pixel 4,096 colors
Sound	▪ Stereo speakers ▪ Dolby Digital 7.1 capability	Stereo speakers	Stereo speakers	IHF speakers
Power	▪ Lithium ion ▪ AC adapter	▪ Lithium ion ▪ AC adapter	Lithium ion	Lithium ion
Security	▪ 128bit AES encryption ▪ MagicGate™ copyright protection	N/A	N/A	N/A

SCEA - Handheld Comparison Fact Sheet
2-2-2-2

FEATURE	PSP	DS	GBA SP	N-GAGE
Controls	▪ Directional buttons ▪ Analog Stick ▪ L/R shoulder buttons ▪ Enter buttons (triangle, circle, cross, square) ▪ Start button ▪ Select button ▪ Home button	▪ Touch screen ▪ Microphone ▪ A/B/X/Y buttons ▪ Control pad ▪ L/R shoulder buttons ▪ Start button ▪ Select button	▪ D-pad ▪ Enter key ▪ Start button ▪ Select button ▪ Home button	▪ Control pad ▪ Phone key pad and enter keys ▪ Enter keys for music, radio and other features
Game Media Format	UMD (Universal Media Disc) ▪ 2.36 inch diameter ▪ 1.8GB storage capacity	Cartridge	Cartridge	MMC game card
Wireless Communication	▪ IEEE 802.11b (Wi-Fi) ▪ Infrastructure mode ▪ Ad hoc mode (connection for up to 16 consoles)	▪ IEEE 802.11 (Wi-Fi) ▪ Proprietary wireless format	▪ Adaptor needed	▪ Dual band GSM ▪ Bluetooth ▪ IrDA
Accessories	▪ Memory Stick Duo (32 MB) ▪ AC adaptor ▪ Battery pack ▪ Headphone with remote control ▪ Soft case ▪ Strap ▪ Cleaning cloth ▪ UMD in-pack sampler	▪ Stylus ▪ Replacement battery ▪ Battery cover kit ▪ Strap	▪ GBA Wireless adapter ▪ GBA Headphone adapter ▪ GBA Game Link cable ▪ GBA AC adapter set ▪ Nintendo E-Reader ▪ Game Boy Player ▪ GBA AC adapter	▪ Stereo headset ▪ USB cable ▪ Recording cable ▪ Charger ▪ Replacement battery

SCEA - Handheld Comparison Fact Sheet
3-3-3-3

FEATURE	PSP	DS	GBA SP	N-GAGE
Other Features	▪ Full-motion video playback ▪ Digital audio playback ▪ USB device connectivity ▪ Memory Stick Duo allows for game saves, user-created data, online downloaded content, storing separate audio and video files.	Backwards compatibility with GBA SP	Backwards compatibility with Game Boy	▪ Cell phone ▪ Digital player for AAC and MP3 files ▪ Downloads music from PC ▪ FM radio

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PSP™ (PLAYSTATION® PORTABLE) ENTERTAINMENT SYSTEM
SONY COMPUTER ENTERTAINMENT AMERICA
SOFTWARE TITLE SUMMARIES

The following is a list of titles that Sony Computer Entertainment America will be showing at the Electronic Entertainment Expo 2005 for the PSP™ (PlayStation® Portable) entertainment system. All information contained below is subject to change and represents the best information on the titles that we have to date.

Ape Escape®: On The Loose

Created by Sony Computer Entertainment Japan, *Ape Escape®: On The Loose* is the introduction of the popular *Ape Escape®* series onto the PSP™ (PlayStation® Portable) entertainment system this spring. Entertaining for gamers of all types, *Ape Escape: On The Loose* will feature multiplayer functionality and a wide variety of mini-games for players of all ages. This imaginative game provides players the challenge of capturing more than 200 monkeys in eight vibrant worlds spanning more than 20 levels in order to prevent them from changing history!

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment Japan
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Action Platform
Players:	Single-player, 2 players via a wireless multiplayer connectivity
Launch Date:	March 24, 2005
Rating:	"E" for "Everyone"

- more -

Ape Escape® Academy

Created by Sony Computer Entertainment Japan, *Ape Escape® Academy* expands the popular *Ape Escape®* series onto the PSP™ (PlayStation® Portable) entertainment system. Family-friendly, *Ape Escape Academy* will feature Ad Hoc wireless functionality and more than 40 mini-games for players of all ages. The mini-games are arranged at random in a tic-tac-toe format that provides distinctive and unique game progression that allows for easy pick up and play gaming.

Specter has failed over and over again in his attempts at taking over the world, all because of a few inept monkeys. To rectify his problem, he decides to form the *Ape Escape Academy*, where he, serving as principal, will train the monkeys so that he can help improve their behavior. In the collection of mini-games that make up the academy, players can work their way up through six school years by winning wacky mini-games. Be on your best behavior and be sure to listen well to your instructors if you hope to graduate with honors.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment Japan
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Party Game
Players:	Single player, 2 players via wireless multiplayer connectivity
Launch Date:	Winter 2006
Rating:	"E 10+" for "Everyone 10 and older"

SCEA – PSP Software Summary
3-3-3-3

ATV Offroad Fury® Blazin' Trails

Intense, free-roaming, off-road racing takes on a whole new meaning as gamers will be able to blaze their own trail, anytime, anywhere with *ATV Offroad Fury® Blazin' Trails* for the PSP™ (PlayStation® Portable) entertainment system. Supporting up to four players via wireless multiplayer connectivity, riders will be able to choose from more than 24 highly detailed ATVs as they tear it up on more than 30 unique environments with six distinct terrain types including snow, dirt, mud, ice, water and grass. During both single and multi-player gameplay, gamers will be able to see from both first and third-person perspectives as they cruise through visually stunning backgrounds featuring water and mud effects along with fully interactive objects and instances such as ramps, tires, cones and trees. *ATV Offroad Fury® Blazin' Trails* provides gamers several gameplay options including a training course, and competitions in several race modes such as race, freestyle, career or any of the various mini-games.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Climax Group Incorporated
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Racing
Players:	Single player, 2-4 players via wireless multiplayer connectivity
Launch Date:	April 19, 2005
ESRB Rating:	"E" for "Everyone"

SCEA – PSP Software Summary
4-4-4-4

Daxter™

After years of standing in Jak's shadow, Daxter finally gets his turn in the spotlight as he stars in his very own self-titled game. An all-new adventure platformer made exclusively for the PSP™ (PlayStation® Portable) entertainment system, *Daxter*™ is centered around the world of the lovable orange ottsel made popular in the multi-million-selling *Jak and Daxter* franchise. As the first title developed by Santa Ana-based Ready At Dawn Studios, *Daxter* will set the standard for character action games on the PSP. Pushing the popular *Jak and Daxter* world in new directions through the eyes of Daxter, the title will complete the *Jak and Daxter* story and allow players to find out how Daxter came to free Jak at the beginning of *Jak II*™. A no-compromise platformer with a full-featured moveset, comparable graphic capabilities and incredible animation detail, *Daxter* takes players on a classic platform game thrill ride.

Daxter takes the *Jak and Daxter* franchise in a whole new direction, taking place during the two years Daxter searches for Jak, who was imprisoned during the events that led to the start of *Jak II*™. Daxter, now on his own in an unfamiliar place, quickly realizes that being small and furry won't help his chances of survival. To help stamp out a mysterious metalbug infestation, Daxter takes on a job as a pest exterminator, enabling him to explore parts of Haven City in an effort to collect the clues that will lead him to Jak. But Daxter will soon discover that he'll get more excitement from his job than he originally bargained for.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Ready At Dawn Studios
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Action Platform
Players:	Single-player, 2 players via wireless multiplayer connectivity
Launch Date:	Spring 2006
Rating:	"RP" for "Rating Pending "

SCEA – PSP Software Summary
5-5-5-5

Gretzky™ NHL® 2006

Once again lacing up his skates, the Great One returns to action in *Gretzky™ NHL® 2006* for the PSP™ (PlayStation® Portable) entertainment system. Officially licensed by the NHL and NHLPA, *Gretzky NHL 2006* for PSP features fast-paced skating, precision passing, bone-jarring checks, and players that convey the power and emotion of their sport. *Gretzky NHL 2006* incorporates an all-new Wayne vs. Wayne mode where gamers earn "99 Time" and can temporarily activate Gretzky to go six-on-five against opponents or alternately defend against him when an opponent activates 99 Time. To challenge the skill levels of all hockey videogame fans, *Gretzky NHL 2006* for PSP offers the Gretzky Challenge with unlockable, playable versions of Gretzky from his days as an Edmonton Oiler, Los Angeles King or New York Ranger. Additionally, hockey fans can play a quick game in either Quick Start or Exhibition Mode, act as owners in Season Mode, or compete against friends or other hockey fans in head-to-head play via Ad Hoc connectivity and Infrastructure Mode. With new gameplay modes, features, and audio commentary, *Gretzky NHL 2006* for PSP blends the look, feel, and passion of hockey with hard-hitting and intense arcade-style gameplay.

Publisher:	Sony Computer Entertainment America
Developer:	Page 44 Studios
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Sports
Players:	Single-player, 2 players via wireless multiplayer connectivity
Launch Date:	Fall 2005
Rating:	"RP" for "Rating Pending"

SCEA – PSP Software Summary
6-6-6-6

Hot Shots Golf: Open Tee™

Developed by Clap Hanz, in conjunction with Sony Computer Entertainment America's Santa Monica Studios, the multimillion-unit-selling *Hot Shots Golf*® franchise drives onto the PSP™ (PlayStation® Portable) entertainment system. *Hot Shots Golf: Open Tee* features six all-new courses and an all-new character customization feature that includes over 250 customizable body parts, accessories, clubs and balls. Also, as virtual golfers spend more time on the greens, they will improve their character's experience and abilities. *Hot Shots Golf: Open Tee* offers fans of the franchise all the golf action they have come to love, including breathtaking graphics, spectacular lighting effects, dramatic camera angles and true-to-life golf physics. Now, with the advent of wireless multiplayer connectivity, gamers can get their virtual tee times and play anywhere, anytime, including two-person matches, eight-person tournaments and two-person miniature golf rounds.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Clap Hanz
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Golf
Players:	Single-player, 2-8 players via wireless multiplayer connectivity
Release:	May 3, 2005
ESRB Rating:	"E 10+" for "Everyone 10 and older"

SCEA – PSP Software Summary
7-7-7-7

MediEvil Resurrection™

Developed by Cambridge Studios, *MediEvil Resurrection* is inspired by the myths, characters, and environments of the popular PS one™ franchise, exclusively for the PSP™ (PlayStation® Portable) entertainment system. *MediEvil Resurrection* provides players with an enchanting storyline filled with numerous levels and gameplay locations, supported with various characters, including numerous enemies, weapons, and mini-games that take place in the realm of Gallowmere. In single-player mode, players follow the role of Sir Daniel Fortesque and embark on a series of events to defeat the evil Sorcerer Zarok. During Wi-Fi gameplay via Ad Hoc mode, players can compete head-to-head in various arcade-style mini games.

One hundred years have passed since the evil Sorcerer Zarok was defeated at the Battle of Gallowmere when he was heroically cut down by a mortally wounded Sir Daniel Fortesque. Or at least, that's what the people were told; in fact, poor Sir Daniel Fortesque was a bit of a coward, falling in the very first wave of arrows. Now Zarok has returned, turning day into night, and raising an undead army to conquer the land. As a side effect, Sir Daniel Fortesque also has been resurrected…now, he has the chance to defeat Zarok and in death become the hero he never was in life.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Cambridge Studios
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Action-Adventure
Players:	Single-player, 2 players via wireless multiplayer connectivity
Release:	September 2005
ESRB Rating:	"RP" for "Rating Pending"

SCEA – PSP Software Summary
8-8-8-8

MLB™

"Welcome to the Show." This spring, baseball fans will be able to play America's pastime anytime, anywhere with *MLB*™ for the PSP™ (PlayStation® Portable) entertainment system. The enhanced Branch Point Technology (BPT), provides seamless fielding transitions and smooth base running. The all-new Playmaker Fielding Marker that brings together a players attributes with the a gamer's skill level in order to make the play and the all-new Release Point Pitching with Confidence Meter, which helps determine a gamer's ability to hit spots in the strike zone. *MLB* promises to provide gamers with a true-to-life experience from the diamond. Supporting up to two players via wireless multiplayer connectivity, gamers can compete against the Artificial Intelligence (AI) or go head-to-head against other baseball fans. By providing an unmatched broadcast presentation that brings together on screen gameplay, cut scenes, animation and sound, *MLB* provides an engrossing authentic baseball simulation.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment America, San Diego
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Sports
Players:	Single-player, 2 players via wireless multiplayer connectivity
Launch Date:	April 12, 2005
ESRB Rating:	"E" for "Everyone"

SCEA – PSP Software Summary
9-9-9-9

NBA

This spring, Sony Computer Entertainment America, San Diego will introduce the first, real, basketball simulation ever created for a handheld entertainment system. *NBA* for the for the PSP™ (PlayStation® Portable) entertainment system will provide gamers with all the fast-breaks, precision passing, and above the rim action that fans have come to expect from their sport. Supporting up to two players via wireless multiplayer connectivity, *NBA* will test the skills of all hoopsters with a variety of gameplay options. In Full Season Mode, gamers can select any of the 41 authentic NBA teams, including six National Basketball Development League (NBDL) teams. Paint Mode allows gamers to compete against the Artificial Intelligence (AI) or go head-to-head against another player in a color-the-court challenge. A PlayStation Skills Challenge Mode lets gamers time themselves or a challenger in an All-Star type competition. During both single and multi-player gameplay, *NBA* features the 'Clutch' Shooting Mechanism, a system that balances gamer skill and timing with their ability to pull off spin moves, jukes, pump fakes, and other special moves to determine if the shot goes or clanks off the rim.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment America, San Diego
Platform:	PSP™ (PlayStation® Portable) handheld entertainment system
Genre:	Sports
Players:	Single-player, 2 players via wireless multiplayer connectivity
Launch Date:	March 24, 2005
ESRB Rating:	"E" for "Everyone"

SCEA – PSP Software Summary
10-10-10-10

SOCOM: U.S. Navy SEALs Fireteam Bravo

Get ready to take the *SOCOM* military franchise with you, wherever, whenever this fall with the release of *SOCOM: U.S. Navy SEALs Fireteam Bravo*. This original title created in association with the U.S. Naval Special Warfare Command will be available exclusively for the PSP™ (PlayStation® Portable) entertainment system. It will offer fans of the multi-million selling franchise all-new single-player and wireless multiplayer gaming missions. Players are tasked with completing 14 realistic international single-player missions, including in Chile, which is a unique Area of Operation only available in the PSP release. After successfully completing a level, players can replay the mission in an entirely new way through the "Instant Action" option, with different objectives, enemy and object placement.

In addition, *SOCOM: U.S. Navy SEALs Fireteam Bravo* is one of the first titles for PSP to offer interoperability with PlayStation 2 through the latest game in the franchise, *SOCOM 3: U.S. Navy SEALs,* in "crosstalk" objectives. Objectives completion in one *SOCOM* game will affect the overall play experience in both games. Once a crosstalk task is completed, the player will be notified and able to sync mission critical data from PSP to PlayStation 2 through a USB connection.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Zipper Interactive
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	3rd Person Shooter/Military Strategy
Players:	Single-player, multiplayer via wireless connectivity (details TBA)
Launch Date:	Fall 2005
Rating:	"RP" for "Rating Pending"

SCEA – PSP Software Summary
11-11-11-11

The Con™

Sony Computer Entertainment America, Santa Monica studio presents *The Con*, an innovative 3D fighting game exclusively for the PSP™ (PlayStation® Portable) entertainment system. In an underworld where illegal fighting tournaments exist and high-stakes gambling takes center stage, your skills as a fighter are matched only by your wits as an ex-con. Create and customize your own character with deep character customization features including "Image Import," allowing you to upload your photo directly (via Memory Stick) to PSP and put your face onto your in-game character. Learn reprogrammable fighting combinations based on five different brawling disciplines - Boxing, Wrestling, Kick Boxing, Tae Kwon Do and Jeet Kune Do. Train your fighter to fight solo or in a team of three in Story Mode where your ability to build up your team and implementing match-up strategy plays a huge role. In addition, utilizing Ad Hoc mode that enables wireless gaming, *The Con* allows players to compete in various head-to-head fighting matches.

Finally, every fight is more than just a fight with the element of underground gambling. Bet for or against yourself to take advantage of the current odds. During the fight, throw 'fake' punches or take a dive to tilt the odds and con everyone to ensure a wealthy pay off – win or lose. How you work the CON is up to you.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment America, Santa Monica/THINK & FEEL Inc.
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Fighting
Players:	Single-player, 2 players via wireless multiplayer connectivity
Release:	October 2005
ESRB Rating:	"RP" for "Rating Pending"

SCEA – PSP Software Summary
12-12-12-12

TWISTED METAL™: Head-On

Built from the ground up by Incognito Entertainment™, the pioneers of the car-combat genre, *Twisted Metal™: Head-On* for the PSP™ (PlayStation® Portable) entertainment system hits the road, allowing gamers to take destruction anywhere, anytime. Featuring new gameplay designs, multiplayer modes via wireless connectivity and Mini-Game bonus levels, the latest installment in the multimillion selling franchise provides a wide variety of gameplay options for gamers on the go. Supporting up to six players via wireless multiplayer connectivity, gamers can go head-to-head or compete against the Artificial Intelligence (AI) and deliver the devastation as they strap themselves into one of 14 lethal machines on wheels equipped with machine guns, turbo boosts and special attacks unique to each vehicle. Once a vehicle is selected, gamers can take their road rage out on opponents in 12 unworldly destructible arenas filled with numerous items of chaos including rockets, missiles and more in an array of fully customizable multiplayer modes. *Twisted Metal: Head-On* provides all the fast-paced vehicular combat and destruction that fans of the franchise have come to know and love, only now, gamers can take destruction anywhere, anytime.

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Incognito Entertainment™
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Car Combat
Players:	Single-player, 2-6 players via wireless multiplayer connectivity
Release:	March 24, 2005
ESRB Rating:	"T" for "Teen"

SCEA – PSP Software Summary
13-13-13-13

Wipeout® Pure

Get ready to race at blazing speeds and experience adrenaline-filled, anti-gravity racing action. *Wipeout® Pure*, the latest edition to the popular racing series for the PSP™ (PlayStation® Portable) entertainment system, provides an intense, combat racing experience as players choose from five different speed classes and race relentlessly around 16 futuristic, racing tracks. During both single and multiplayer gameplay, racing fans will be able to enjoy challenging, action-packed gameplay modes that include Single Race, Tournament, Time Trial, Free Play and Zone Mode (single-player only). Supporting up to eight players via a Wi-Fi connectivity for multiplayer gameplay, gamers will be able to take on their friends and attempt to blast enemy ships to pieces in a fierce competition for top racing honors. Players who win a gold, silver or bronze trophy will earn fresh racing colors, new ships and four classic tracks from past installments in the *Wipeout* series. Fresh downloadable content that can be saved to a Memory Stick Duo™ will be made available after launch to expand the racing experience and allow for personalization of the game. Content may include new tracks, ships, skins and music!

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Sony Computer Entertainment Europe (Studio Liverpool)
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Action-Oriented Racing
Players:	Single-player, 2-8 players via wireless multiplayer connectivity
Launch Date:	March 2005
Rating:	"E" for "Everyone"

SCEA – PSP Software Summary
14-14-14-14

World Tour Soccer

Fans of the extremely popular *World Tour Soccer* franchise can now take the global game and play a match anytime, anywhere with *World Tour Soccer* for the PSP™ (PlayStation® Portable) entertainment system. Featuring 128 club teams, 86 international teams, nine international classic teams from the past, nine classic club teams from the past, seven league all-star teams, six international super teams and eight different stadiums, *World Tour Soccer* provides gamers with the ultimate soccer experience. Supporting up to two players via wireless multiplayer connectivity, gamers can compete locally against the Artificial Intelligence (AI) or go head-to-head against another player. *World Tour Soccer* features several gameplay modes including Quick Game, Exhibition Match, Challenge Mode, and Cups Mode. Featuring the tightest and most realistic soccer action for a handheld to date, *World Tour Soccer* is easy to pick up and play, but challenging enough for the biggest soccer fan by offering the accessibility of intuitive controls coupled with the depth and complexity of the real sport.

Publisher:	Sony Computer Entertainment America Inc
Developer:	Sony Computer Entertainment America, San Diego
Platform:	PSP™ (PlayStation® Portable) entertainment system
Genre:	Sports
Players:	Single-player, 2 players via wireless multiplayer connectivity
Launch Date:	March 24, 2005
ESRB Rating:	"E" for "Everyone"

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